NINTENDO DS™

NTR-AC4E-USA



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal ®

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

1-2 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

Important Legal Information

This Nintendo game is not designed for use with any copying device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV–E

EVERYONE E CONTENT RATED BY ESRB

LICENSED BY Nintendo®

Disney's Chicken Little: Ace in Action

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CHICKEN LITTLE
and his friends invite you to
become one of their superhero
alter-egos and battle
FOXY LOXY
and her evil Amazonian sidekick
GOOSEY LOOSEY
as they try to take
over the Earth!

- Make sure the POWER switch is OFF.
- Insert DISNEY'S CHICKEN LITTLE: ACE IN ACTION Game Card into the Nintendo DS™ system.
- Turn the POWER switch ON.

NOTE: DISNEY'S CHICKEN LITTLE: ACE IN ACTION Game Card is designed for the Nintendo DS™ system.

- Please read and accept the Health and Safety screen by touching the bottom screen.
- If the game does not automatically launch, select the DISNEY'S CHICKEN LITTLE: ACE IN ACTION game icon from the DS Menu screen.





+CONTROL PAD UP AND DOWN	Highlight Menu Options
A BUTTON	Select
TOUCH SCREEN	Select with the Stylus or Your Finger.



ACE THE SOLDIER

Infiltrate enemy bases via up-close ground fighting!



ABBY THE PILOT

Fly your spaceship in combat missions!



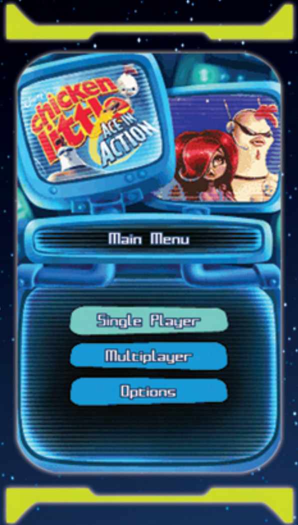
RUNT THE TANK DRIVER

Command your armored tank to soften up the ground defenses for Ace!



MR. FISH THE SCIENCE OFFICER

He provides key intel & mission briefings for Ace, Runt, & Abby



- When the **MAIN MENU** appears, you'll have three choices:
  - SINGLE PLAYER
  - MULTIPLAYER
  - OPTIONS

- If you select **SINGLE PLAYER**, you also must select from three **SAVE SLOTS** (or select **NO SAVE**); then, you'll start the game.

- If you select **MULTIPLAYER**, you must decide whether to **HOST** or **JOIN** a game.

TIP The first time a character is used, a mandatory tutorial must be completed.

- Personalize your game by selecting these **OPTIONS**:
  - Music Volume
  - Sound Effects Volume



TIP Look for MR. FISH at the start of every level. He will give you a MISSION BRIEFING on your new objectives!

TIP All game actions appear on the TOP SCREEN. The BOTTOM SCREEN is used to toggle between weapon types, and to receive incoming Intel.

PLAY/PAUSE RESUME/EXIT

- To successfully finish the MISSION, you must complete the OBJECTIVES presented by MR. FISH.
- Press START to begin play.
- At any time during game play, PAUSE your game by pressing START. Then, select from the following OPTIONS:
  - RESUME LEVEL
  - EXIT GAME – Go back to the MAIN MENU; all unsaved data will be lost.



SAVING

- Whenever you begin a new game, you will be asked to choose a SAVE SLOT to save your progress.

AUTOMATIC IN-GAME SAVING

- Auto-Save occurs at the BEGINNING OF A LEVEL, at the MID-LEVEL point and at the BEGINNING OF A BOSS FIGHT.

PLAYER-CONTROLLED SAVING

- You can do a MANUAL SAVE at the end of every level.



ACE'S CONTROLS

TOP SCREEN	GAME VIEW
L BUTTON (HOLD)	SHIELD
+CONTROL PAD	MOVEMENT CONTROLS DOUBLE TAP DODGE/ROLL
TOUCH SCREEN	HUD/WEAPON SELECT
R BUTTON	HOLD FOR GRENADE MODE
START	PAUSE MENU
SELECT	NOT USED
X BUTTON	FIRE FORWARD
B BUTTON	FIRE BACKWARDS
A BUTTON	FIRE RIGHT
Y BUTTON	FIRE LEFT

BUTTON COMBOS ALLOW FOR DIAGONAL FIRING



RUNT'S CONTROLS

TOP SCREEN	GAME VIEW
L BUTTON (HOLD)	SHIELD
+CONTROL PAD	TANK DIRECTION DOUBLE TAP FOR STAMPEDE
TOUCH SCREEN	HUD/WEAPON SELECT
R BUTTON	HOLD FOR POWER-SHOT MODE
START	PAUSE MENU
SELECT	NOT USED
X BUTTON	FIRE UP
Y BUTTON	FIRE LEFT
A BUTTON	FIRE RIGHT
B BUTTON	FIRE DOWN

BUTTON COMBOS ALLOW FOR DIAGONAL FIRING



TOP SCREEN	GAME VIEW
L BUTTON (HOLD)	SHIELD
+CONTROL PAD	SHIP DIRECTION
	DOUBLE TAP ROLL MANEUVERS LEFT OR RIGHT
TOUCH SCREEN	HUD/WEAPON SELECT
START	PAUSE MENU
SELECT	NOT USED
R BUTTON	FIRE PRIMARY CANNON
X BUTTON	FIRE PRIMARY CANNON
B BUTTON	FIRE PRIMARY CANNON
Y BUTTON	FIRE SPECIAL WEAPON
A BUTTON	FIRE SPECIAL WEAPON





DODGE (ACE)

To get ACE to DODGE, DOUBLE-TAP UP, DOWN, LEFT or RIGHT on the +CONTROL PAD. Ace can continue to fire while dodging.



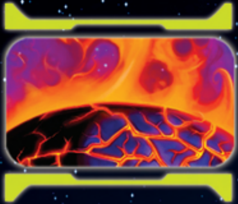
STAMPEDE (RUNT)

RUNT can destroy any object or enemy with a STAMPEDE by DOUBLE-TAPPING UP, LEFT, RIGHT, or DOWN on the +CONTROL PAD.



ROLL MANEUVER (ABBY)

To get ABBY to do a ROLL MANEUVER, DOUBLE-TAP LEFT or RIGHT on the +CONTROL PAD. A ROLL MANEUVER can only be done to the LEFT or RIGHT.



VENUS

You must destroy the main mining facility, which is being used to build a droid army powered by alien life-forms!

TIP Part of the VENUS level is used as a TRAINING MISSION. Here, you learn about the game play elements and you receive a tutorial for ACE, ABBY and RUNT. You cannot proceed to the next level without passing the TUTORIAL.

EUROPA

The evil organization has taken over the spa dome on Europa. Infiltrate the dome and take them out.



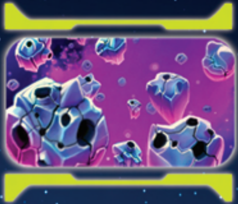


IO

You must destroy the Gravity Generator Facility, which has become an evil organization's main source of power!

ASTEROID BELT

You must destroy the three stabilizing hubs that limit the beltway.





POKE STAR

You must destroy a massive metal moon that is threatening Earth!

If you're playing as ACE, you'll have these cool WEAPON AMMOS to use:

REGULAR BLASTER

This small green energy cell is ACE's main ammo and is unlimited. This is the only ammo that can be upgraded.

PLASMA

This combination of super-heated plasma balls fires at subsonic velocity. It creates an explosion but it's slow-moving and lacks range.

SONIC

This cone expands and shoots sonic particles at high velocity. It's more powerful than the Regular Blaster and it travels and fires quicker so it hits more enemies at the same time.

IMPACT

This shotgun energy blast is ACE's most commonly available ammo. It fires wide but at close range only.



If you're playing as RUNT, you'll have these cool WEAPON AMMOS to use:

REGULAR ROUNDS

These are unlimited and the only weapons that Runt can upgrade.

EMP EXPLOSION ROUNDS

These cause a small-scale EMP explosion upon contact. They are most useful for mechanical targeting systems.

BLUE PULSE LASER

This concentrated pulse of pure light can fire at large laser particles and does major damage.

ASTRAL RINGS

These concentrated rings of light can hit two or three targets at once.



ABBY'S WEAPON AMMOS

If you're playing as **ABBY**, you'll have these cool **WEAPON AMMOS** to use:



ROCKETS

These are classic, straight-firing missiles with unlimited ammo.

HEAT - SEEKERS

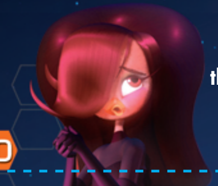
These thermally-guided missiles follow their target wherever they go.





ROCKET POD

These eight rockets fire at once but go in eight different directions.



GROUND POUNDER

These are the only weapons ABBY uses that can strike at ground targets. In fact, they only fire at ground targets.



EQUIPMENT



GRENADES

ACE can use **GRENADES** whenever he feels like it! He can also collect them and hold up to 8 grenades at a time.

TIP GRENADE MODE is entered by holding the R BUTTON. Throw grenades by tapping the A, B, X, or Y BUTTONS while holding down the R BUTTON.



POWER - SHOT

RUNT can use his **POWER-SHOT** whenever he wants to cut a swath through multiple enemies, and it only costs him shield energy!

TIP POWER-SHOT MODE is entered by holding the R BUTTON. Then, using the A, B, X, or Y BUTTONS, drag the targeting reticule over them to lock-on or "paint" them. Release the R BUTTON to fire a devastating volley at all painted enemies.



TIP Trigger the SHIELD by holding down the L BUTTON.

SHIELDS

Each character has an ENERGY SHIELD. While active, the SHIELD will slowly drain the SHIELD ENERGY RESERVE. If fired upon, the SHIELD will drain more quickly.

ARMOR

Each character has ARMOR. If your armor reaches ZERO you will be teleported out of the level by Mr. Fish for another try. You'll re-start at your last check-point.

Look for these PICKUPS:

- Powerups – these are derived from destroyed enemies and structures and covers and you collect them by coming into contact with them. Once the Powerup is collected, it is activated and remains active until it runs out. Powerups are stackable and you can use as many as you can collect at once.



RAPID FIRE

Doubles the firing rate of the blaster weapon for 15 seconds.

DIAMOND EGGSHELL

Doubles the strength of the shield for 15 seconds.





DOUBLE BILL DAMAGE

Doubles the strength of all attacks used by the player for a duration of 10 seconds.



TRIPLE WHAMMY

Adds 2 extra blaster shots, making the blaster fire a three-pronged blast for 15 seconds.



SUMMER HARVEST

Eliminates ammo drain on all weapons for 20 seconds.



FOWL FURY

Absorb unlimited damage for 10 seconds.



ARMOR

These return 33% of your armor.

- **Aliens** – look for these three different kinds:



FIZZLE WATT

These yellow aliens are common and therefore the weakest, restoring only 1 Energy Point.



MEGA WATT

These green aliens power larger robots and restore 2 Energy Points.



GIGA WATT

These blue aliens are the most powerful and restore 3 Energy Points.

These are powerful offensive moves that allow you to clear the screen of enemies. SPECIAL ATTACKS are in the form of POWERUPS.



ACE'S SPECIAL ATTACK

You pull the clip out of your gun, throw it above your head and shoot it, causing a massive explosion and destroying all enemies on screen.

RUNT'S SPECIAL ATTACK

You aim your cannon directly upward and begin gathering energy into the nozzle. Fully charged, the cannon fires upwards and destroys all enemies on screen.

ABBY'S SPECIAL ATTACK

You trigger the afterburners on your spaceship and go into a spin, which unleashes a Light Speed non-Sonic Boom, destroying all enemies on screen.

At the end of every level, you are taken to the INTERMISSION SCREEN, where you can save the game and purchase upgrades.



- CONTINUE – Proceed to next level.
- SAVE GAME – Manually save your game.
- UPGRADES – Purchase upgrades.
- EXIT – Exit to the Main Menu. Unsaved data will be lost.

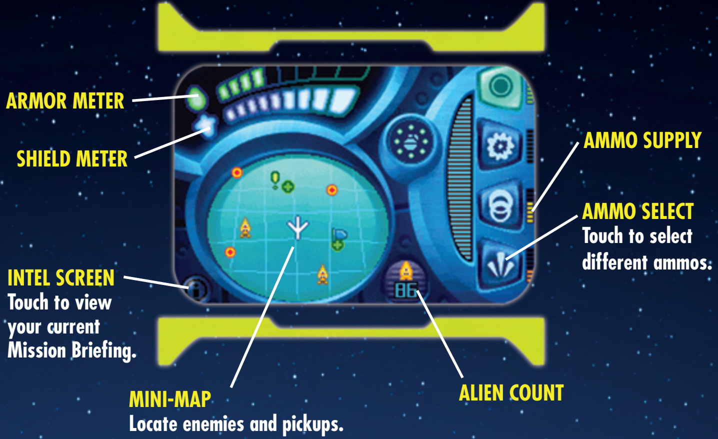


UPGRADE POINTS are delivered throughout the game and after each MISSION. One upgrade point is accumulated for each alien rescued during a mission.

- Purchase upgrades with your upgrade points.

TIP Upgrades affect all three characters: Ace, Runt, and Abby.

TIP UPGRADES are applied only between game levels.



TIP MISSION BRIEFINGS from MR. FISH take place before each character's level begins. Touch the 'i' button near the Mini-Map to replay the briefing.

These icons on the Mini-Map help you find enemies, items, and objectives.

PLAYER POSITION =
Ace





PLAYER POSITION =
Abby

PLAYER POSITION =
Runt





ENEMIES =
Small Red Triangle



POWER-UPS =
Green Exclamation Point





ALIENS =
Small versions of the aliens

SWITCHES =
Flashing double blue triangles





TARGETS =
Targets will move around the mini-map to give the player better indications of where they are.

Target indicators will always point to the first target, to ensure the player doesn't pass by and have to backtrack.

ARMOR =
Green cross





AMMO =
Bullet



This is an **ALIEN COLLECTION** game. You're in an arena with a set amount of holes and aliens that trickle onto the screen. To win, you must place a larger number of aliens into the holes than your opponent.

- In **MULTIPLAYER GAMES**, game play shows on the **BOTTOM SCREEN**.

TIP POWERUPS occur in MULTIPLAYER games but watch out! They're both positive and negative! Use yours to hinder your opponent!

- Change the alien's direction by tapping on it and dragging the **STYLUS** in the desired direction.

TIP Be careful! If an alien leaves your screen before you can redirect it into a hole, it will pop up on the opponent's screen!



There are five **MULTIPLAYER LEVELS** and these are categorized by the planet on which they're based.

- **VENUS**
- **EUROPA**
- **IO**
- **ASTEROID BELTWAY**
- **POKE STAR**



The objective of a multiplayer game is to guide Aliens to collection points on the **TOUCH SCREEN** before time runs out. You can guide Aliens by tapping them with the **STYLUS** and dragging them in a desired direction. As the games progress, barriers make it more difficult to move the Aliens to the collection points. Each level features a unique barrier configuration. The player who has collected the most Aliens when time runs out wins!

TIP Trigger any POWERUP by tapping on it and activating it with the L BUTTON.